## COTTAGE GROVE POLICE COMMISSION NOTICE OF PUBLIC MEETING Tuesday, July 19<sup>th</sup>, 2011 6:30 p.m.

## **COTTAGE GROVE TOWN HALL**

4058 Hwy N, Cottage Grove, WI.

- 1. Call to order; Cottage Grove Police Commission.
- 2. Determine that agenda was properly posted, and a quorum is present.
- 3. Public appearances- public input regarding anything that is not a specific agenda item.
- **4. Discuss and consider-** changes to current Police Chief job description.
- 4. CLOSED SESSION (if needed); The Cottage Grove Police Commission will enter into closed session per Wisconsin State Statute § 62.13, and §19.85(1)(c) and (e) to consider employment, promotion, compensation and performance evaluation data of any public employee over which the government has jurisdiction over or exercises responsibility; related to the retirement of Police Chief, evaluation of interim OIC, and timeline and issues related to recruitment/hiring process for Police Chief which for competitive and bargaining reasons require a closed session.
- 5. Arise from closed session.
- 6. Action, if any, as a result of closed session.
- 7. Discuss and consider approval of minutes of previous meeting(s).
- 8. Discuss and consider approval of invoices.
- 9. Determine time and date of next meeting, and future agenda items.
- 10. Adjournment.

Jack W. Henrich, Chairperson Cottage Grove Police Commission

It is possible that members of and a possible quorum of members of other governmental bodies of either or both municipalities may be in attendance at the above-stated meeting to gather information; no action will be taken by any other governmental body at the above-stated meeting other than the governmental body specifically referred to above in this notice. NOTE: If you require an interpreter, materials in alternative formats, or other accommodations to access this service, activity or program, please contact the Cottage Grove Village Hall at 839-4704, or the Cottage Grove Town Clerk's office at 839-5021 at least 24 hours prior to this meeting.